GAMING
RETRO
TECH
NEWS

GAMED

15th December 2024

HITMAN

Franchise Special

HITMAN GAMER

Hitman series Timeline

2000	Hitman: Codename 47
2002	Hitman 2: Silent Assassin
2004	Hitman: Contracts
2006	Hitman: Blood Money
2007	Hitman Trilogy
2012	Hitman: Absolution
2013	Hitman HD Trilogy
2014	Hitman Go
2015	Hitman: Sniper
2016	Hitman
2018	Hitman 2
2019	Hitman HD Enhanced Collection
2021	Hitman 3
2022	Hitman Sniper: The Shadows
2023	Hitman: Blood Money - Reprisal

HITMAN GAMER

Hitman: Codename 47 is a stealth video game developed by IO Interactive and published by Eidos Interactive for Microsoft Windows in November 2000.

In the game, players control Agent 47, a genetically enhanced human clone who is rigorously trained in methods of murder.

Upon escaping from his testing facility, 47 is hired by the International Contract Agency, a global contract killing organization.

HITMAN
AGENT 47

HITMAN GAMER

His missions take him to locations in Asia, Europe, and South America to assassinate wealthy and decadent criminals.

Codename 47 received mixed reviews from critics, who praised the unique approach to stealth gameplay, considered revolutionary at the time.

It sold over 500,000 units by 2009.

Hitman: Codename 47 is presented from the third-person perspective, but the control setup is similar to a first-person shooter as 47's movements are restricted to turning, strafing and moving forward and backward.

HITMAN

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Each level takes place in a semi-open world environment which is populated with non-player characters such as civilians and armed guards.

Although mission criteria may vary, the goal is generally to find 47's assigned target and kill them by any means possible.

Though the path may appear linear, it is possible through various ways to accomplish the mission and approach a target directly without eliciting a violent reprisal.

HITMAN
AGENT 47

HITMAN GAMER

The game essentially emphasizes stealth and silent kills without raising alerts, giving the player a higher financial reward for doing so.

Penalties in the form of financial deductions are given, for example if the player kills civilians.

Money is used to purchase weapons and ammo during the course of the game.

Stealth, disguise, and melee based mechanics are the most cost-effective method to take out targets.

HITMAN
AGENT 47

HITMAN GAMER

Hitman 2: Silent Assassin is a 2002 stealth video game developed by IO Interactive and published by Eidos Interactive for Microsoft Windows, PlayStation 2, Xbox and Game-cube.

It is the second installment in the Hitman video game series and the sequel to Hitman: Codename 47.

The single-player story once again follows Agent 47, a genetically enhanced human clone who worked for the International Contract Agency as an assassin.

HITMAN

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Following the events of Codename 47, the former contract killer has retired and started a peaceful life at a church.

but after his only friend, Reverend Emilio Vittorio, is kidnapped by unknown assailants, 47 resumes work for the International Contract Agency in hopes of tracking him down.

HITMAN GAMER

Hitman 2 Silent Assassin gameplay focuses on eliminating targets while trying to remain undetected.

The game introduces the option for a first-person view, the ability to incapacitate enemies instead of killing them, and missions with multiple possible approaches.

Silent Assassin received generally positive reviews from critics, who considered it to be an improvement over its predecessor.

HITMAN GAMER

Hitman: Contracts is a 2004 stealth video game developed by IO Interactive and published by Eidos Interactive for Microsoft Windows, PlayStation 2 and Xbox.

It is the third installment in the Hitman video game series, and serves as both a remake of Hitman: Codename 47 and sequel to Hitman 2: Silent Assassin, incorporating gameplay elements introduced in the latter into missions from the first game, which have been remastered with enhanced graphics.

HITMAN
CONTRACTS

HITMAN GAMER

The game also includes several new missions, which serve as flashbacks experienced by the player character, the cloned assassin Agent 47, after being almost killed on a botched job.

Hitman: Contracts was met with generally positive reviews; praise was directed at the improved gameplay elements, graphics, soundtrack, darker tone and atmosphere.

Hitman Contracts has sold over 2 million copies.

HITMAN
CONTRACTS

HITMAN GAMER

Hitman: Blood Money is a 2006 stealth video game developed by IO Interactive and published by Eidos Interactive.

It was released in May 2006 for Microsoft Windows, PlayStation 2, Xbox and Xbox 360.

It is the fourth installment in the Hitman video game series, and the sequel to 2004's Hitman: Contracts.

The story follows cloned assassin Agent 47's efforts to bring down the Franchise, a rival contract killing organization that is threatening his employers, the International Contract Agency.

Blood Money was a critical and commercial success, selling more than 2.1 million copies.

It has gained a cult following and is considered by many publications and critics as one of the greatest video games ever made.

HITMAN GAMER

Hitman Trilogy (2007) PC

A set of three games from the highly popular third-person stealth game series from Danish studio Io-Interactive. Hitman Trilogy pack consists of Hitman: Codename 47, Hitman 2: Silent Assassin and Hitman: Contracts, all from 2000-2004.

The first component of the Trilogy is Hitman's third-person shootout: Codename 47.

We play the role of a professional murderer and, according to the instructions of our clients, we travel around the globe to eliminate the victims.

HITMAN

HITMAN GAMER

Hitman Absolution is a 2012 stealth video game developed by IO Interactive and published by Square Enix's European branch.

It is the fifth installment in the Hitman series and the sequel to 2006's Hitman: Blood Money. Before release, the developers stated that Absolution would be easier to play and more accessible, while still retaining hardcore aspects of the franchise.

The game was released on 20 November 2012 for Windows, PlayStation 3, and Xbox 360.

HITMAN

HITMAN GAMER

On 15 May 2014, Hitman: Absolution – Elite Edition was released for OS X by Feral Interactiveit contains all previously released downloadable content, including Hitman: Sniper.

Absolution's single-player campaign follows genetically engineered contract killer Agent 47 and his efforts to protect a similarly genetically enhanced teenage girl from various parties who wish to use her potential as an assassin for their own ends.

Hitman Absolution was met with generally positive reviews.

HITMAN

HITMAN GAMER

Hitman HD Trilogy is a HD remastering of Hitman 2: Silent Assassin, Hitman: Contracts and Hitman: Blood Money for the PS3 and Xbox 360.

It was released on January 29, 2013 in the United States, January 31, 2013 in New Zealand and February 1, 2013 in Europe.

HITMAN GAMER

Hitman: Codename 47 and Hitman: Absolution are not included in the package, because Codename 47 was never released on a console, and Absolution is already in HD.

Blood Money comes on a separate disc on Xbox 360 because it is already an Xbox 360 game and already has achievements so they couldn't be doubled.

HITMAN GAMER

Hitman Go is a turn-based puzzle video game developed by Square Enix Montréal and published by Square Enix's European subsidiary.

Announced in February 2014, the game was released for iOS in April 2014 and for Android in June 2014.

Windows and Windows Phone versions were released the following year in April 2015. In February 2016, a "Definitive Edition" version was released on PlayStation 4, PlayStation Vita, and on Linux and Windows via Steam.

HITMAN

HITMAN GAMER

It is the first game developed by Square Enix Montréal, a studio founded in 2011.

Development entered full production in 2013 and was completed by eleven people using the Unity game engine.

The player guides Agent 47, protagonist of the Hitman franchise, through a series of grid-based levels.

Levels are composed of nodes and lines, and presented like a board game with characters modelled as miniature figures.

Hitman Go received "generally favorable" reviews.

HITMAN GAMER

Hitman: Sniper is a 2015 mobile shooting gallery video game in the Hitman series by Square Enix Montréal.

As the series' mainstay protagonist Agent 47, the player looks through a first-person sniper scope vision on their touchscreen device to assassinate several powerful figures who have assembled at a lakeside compound without alerting their associates.

HITMAN GAMER

The player uses the environment to find creative ways to kill these targets, sometimes prompted by secondary objectives.

Through mission progression, the player unlocks more powerful weapons and new weapon abilities.

Hitman: Sniper received "generally favorable" reviews.

HITMAN GAMER

Hitman is a 2016 stealth video game developed by IO Interactive and published by Square Enix.

The game, which has six episodes, is the sixth mainline entry in the Hitman franchise, the first installment of the World of Assassination trilogy, and the successor to Hitman: Absolution 2012.

The single-player story follows genetically engineered assassin Agent 47 as he goes on a worldwide adventure and solves a mysterious series of seemingly unconnected assassinations.

HITMAN

HITMAN GAMER

Hitman features a number of large, open-ended sandboxes that Agent 47 can freely explore.

The game presents the player with various assassination opportunities, many of which are unconventional.

IO Interactive introduced a "live component" to the game with new content being regularly delivered in downloadable form.

It was released episodically for PlayStation 4, Windows, and Xbox One from March to October 2016.

HITMAN

HITMAN GAMER

Hitman 2016 its received positive reviews.

critics praised the game's locations, level design, and its replayability but criticised the always-online requirement and excessive hand-holding.

The game under-performed commercially.

The episodic release enabled IO Interactive to receive feedback for earlier levels and fix some of the design flaws during the production of later episodes.

HITMAN GAMER

The team also believed by periodically releasing episodes, players would be encouraged to replay and master each level, and share their experience with other players while awaiting the next episode.

HITMAN GAMER

Hitman 2 is a 2018 stealth video game developed by IO Interactive. It is the seventh main installment in the Hitman video game series, the sequel to 2016's Hitman and the second game in the World of Assassination trilogy.

The game continues the story arc started in Hitman, following genetically engineered assassin Agent 47 as he searches for the mysterious "Shadow Client" who is trying to destroy Providence, a secretive organization that controls global affairs.

HITMAN

HITMAN GAMER

It also explores more of 47's mysterious background, which Providence offered to bring to light in exchange for 47's assistance. Like its predecessor, the game is structured around six large sandbox locations that players can freely explore to find opportunities to eliminate their targets.

It also included two online multiplayer modes called Sniper Assassin and Ghost Mode, though the game's servers for both modes have since been shut down; Sniper Assassin can still be played single-player.

Hitman 2 2018 received generally positive reviews.

HITMAN GAMER

Hitman HD Enhanced Collection 2019 received a mixed-to-positive reception.

Hitman HD Enhanced Collection does deliver the best looking edition of these games to consoles but there's a sense the price is hard to justify.

If either of these titles are missing from your Hitman collection, it's worth a look.

HITMAN GAMER

Hitman 3 is a 2021 stealth game developed and published by IO Interactive.

It is the eighth main installment in the Hitman video game series, the sequel to 2018's Hitman 2, and the third entry in the World of Assassination trilogy.

Concluding the story arc started in 2016's Hitman.

Hitman 3 2021 game follows genetically engineered assassin Agent 47 and his allies as they hunt down the leaders of the secretive organization Providence, which controls global affairs and was partially responsible for 47's creation and upbringing.

HITMAN GAMER

Like its two predecessors, the game is structured around six levels, five of which are large sandbox locations that players can freely explore to find opportunities to eliminate their targets.

Each mission presents challenges that players can complete to unlock items.

Hitman 3 had become the most successful entry of the World of Assassination trilogy and the series as a whole, reaching 50 million players.

HITMAN III

HITMAN GAMER

Hitman Sniper: The Shadows is a 2021 mobile shooting gallery video game in the Hitman series by Square Enix Montreal.

After the disappearance of the series' mainstay protagonist Agent 47, a team of elite snipers from ICA - knowns as "The Shadows" - takes on assassination missions around the world.

The game was unlisted from the App and Play stores on December 1, 2022, and players can no longer access the game after it’s shutdown on January 4, 2023.

HITMAN GAMER

The game was deleted from the Google Play Store and the Apple App Store on January 4th, 2023 with the closure of Square Enix Montreal.

The game features a solo campaign with six chapter installments, alongside a Player Verses Player mode.

Hitman Sniper: The Shadows 2021 received generally positive reviews.

HITMAN GAMER

Hitman: Blood Money — Reprisal 2023 is a mobile game developed and released by Feral Interactive

Android (Google Play) November 30, is the mobile port version of Blood Money, the fourth game in the series.

The release date of the Nintendo Switch port is January 25, 2024.

According to Feral Interactive, the game is a "Refinement of the classic stealth game" and uses the follow-up function.

HITMAN

SIN CITY GAMER

Sin City is a 2005 American neo-noir crime anthology film directed by Robert Rodriguez and Frank Miller based on Miller's comic book series of the same name.

Sin City opened on April 1, 2005, to generally positive reviews.

SIN CITY GAMER

Sin City opened to critical and commercial success, gathering particular recognition for the film's unique color processing which rendered most of the film in black and white while retaining or adding color for selected objects.

SIN CITY 2 A DAME TO KILL FOR

GAMER

Frank Miller's Sin City: A Dame to Kill For is a 2014 American action crime anthology film and follow-up to the 2005 film Sin City.

Directed by Robert Rodriguez and Frank Miller, the script is written by Miller and is primarily based on the second book in the Sin City series by Miller, A Dame to Kill For.

The film was released on August 22, 2014.

Sin city 2 A Dame to Kill For was a box-office bomb, grossing $39.4 million against its $65 million production budget.

Sin City 2 A Dame to kill for received mixed reviews from film critics.

FURY Of The FURRIES GAMER

Fury of the Furries is a puzzle-platform game developed by Atreid Concept and published by Mindscape for Amiga, Amiga CD32, Macintosh, and DOS.

A group of Tinies return to their home planet after a voyage in space.

They find out that their beautiful home has been turned into a horrid place by The Wicked One, a dark and cunning Tiny with a giant fang jutting from its mouth.

The player controls a Tiny, who must defeat The Wicked One, who has captured the king and turned all the Tinies into mindless monsters by using a device simply referred to as "the machine".

FURY Of the FURRIES GAMER

The game's primary unique feature is Tiny's ability to transform itself into four different forms: yellow, green, red and blue.

Different skills are required at different points, and not all forms are available in all levels.

Particularly in levels which are primarily puzzlers, the player may encounter fields which activate and deactivate certain powers.

Furry Of the Furries received generally Average reviews.

FURY Of the FURRIES

SLEEP WALKER GAMER

Sleepwalker is a platform game developed by CTA Developments and published by Ocean Software for the Amiga, Amiga CD32, Commodore 64 and Atari ST in 1993.

It was later ported to MS-DOS.

The game centers on a boy called Lee and his faithful dog Ralph.

The player is then introduced to Lee from the dog's perspective after waking up to find his owner sleepwalking through his bedroom window.

Ralph leaps after him and the player then takes control of what happens next.

Sleep Walker received generally Average reviews.

SLEEP WALKER

GAMER

Throughout the game Lee will relentlessly walk in the direction he is facing, the problem is there are objects and pitfalls in his path that can ultimately wake him up or even kill him.

The player can monitor Lee's sleep level with a bar at the top of the screen. If the bar reaches zero, Lee wakes up and the player loses a life.

If this happens three (or five depending on settings) times, then the game is lost.

The player controls Ralph the dog in order to manipulate either Lee, or the objects he is likely to walk into, to see him safely to the end of a level.

Sleep Over was Fun Game to play.

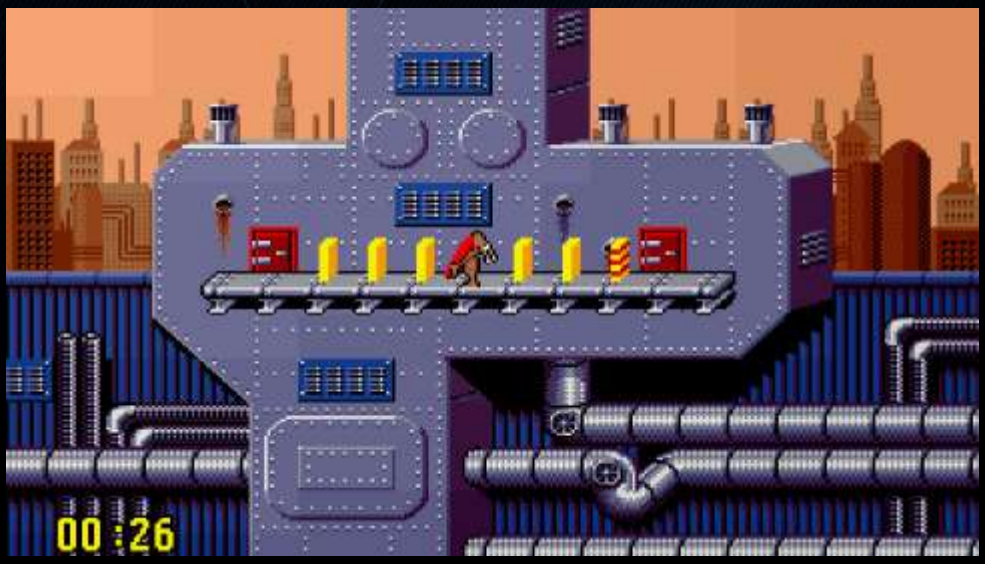
PUSH-OVER

GAMER

Push-Over is a puzzle-platform game developed by Red Rat Software and published by Ocean Software in 1992 for the Amiga, Atari ST, MS-DOS, and the Super Nintendo Entertainment System.

The game was sponsored by Smiths' British snack Quavers (now owned by Walkers), and the plot revolves around the then Quavers mascot Colin Curly losing his Quavers packets down a giant ant hill.

The player is tasked with controlling G.I. Ant, a large soldier ant, to recover the Quavers by solving a series of puzzles.



PUSH-OVER

GAMER

The Super NES version lacks the Quavers branding, and instead the aim is to recover bundles of cash dropped down the ant hill by Captain Rat.

The game consists of 100 levels of increasing complexity over nine different themed worlds.

Each level features several interconnected platforms holding a number of "dominoes".

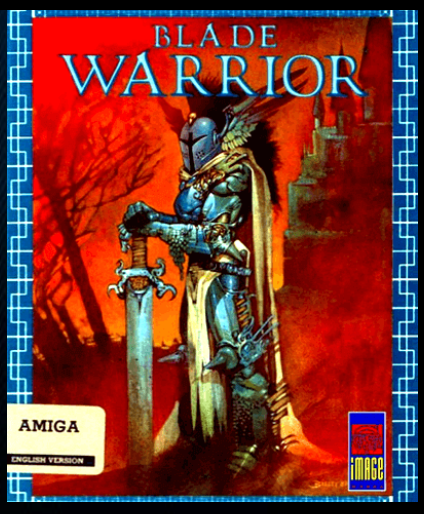
The aim is to rearrange the dominoes, such that with a single push, all of the dominoes are toppled, thus opening the exit to the next level.

Push Over received generally Good reviews.

BLADE WARRIOR GAMER

Blade Warrior is a beat 'em up video game, released in 1991 by Image Works for Amiga, Atari ST, and MS-DOS.

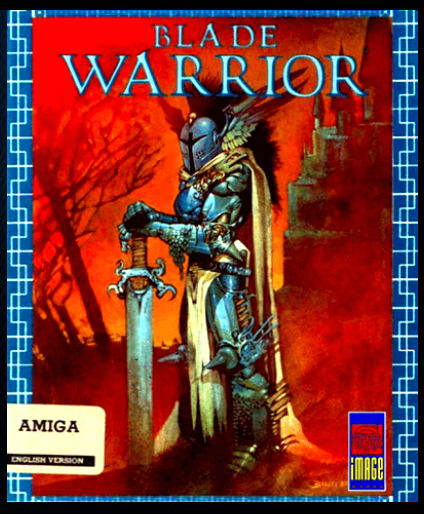
The game was created by Jason Kingsley.



The game is a mix of adventuring and battling, in which players are tasked with collecting magical items and exploring the landscape of the game via the in-game map while fighting off enemies.

BLADE WARRIOR

GAMER



Various facilities in the game are accessible only when a certain number of artifacts have been collected.

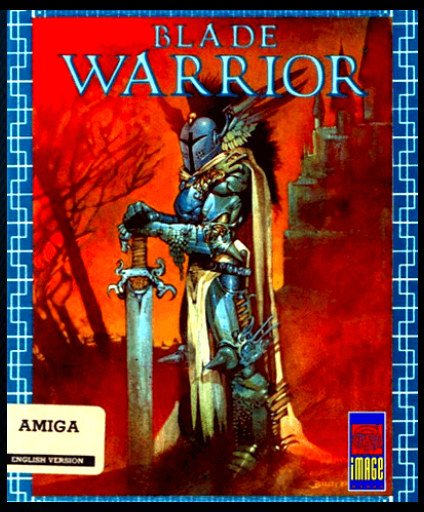
A notable feature of Blade Warrior is the graphical interface: all objects in the game are seen in silhouette, except for obtainable items, and the effects of magic spells.

The background is made up of a night sky, with clouds and hills, etc.

BLADE WARRIOR

GAMER

The world has been enslaved by Murk, and players are challenged to free it by collecting the seven fragments of a tablet which are in the possession of seven wizards who inhabit seven towers.



Blade Warrior received generally Good reviews.

GAMER

The First Descendant" is a looter shooter game that combines Role Playing Game elements with third-person shooter combat.

Set in a sci-fi-style player-vs-environment worldview, it features beautiful visuals and unique characters.

As the first Descendant, you'll inherit power from the Ancestors and experience dynamic co-op shooting action in the world of Ingris2.

The game is available on PC, PlayStation 5, PlayStation 4, Xbox Series X/S, and Xbox One.

GAMER

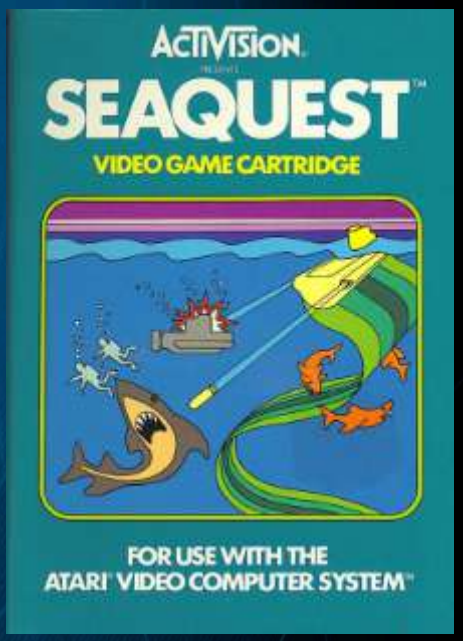
The First Descendant promising looter-shooter.

The First Descendant is free to play.

The First Descendant seems to have Good Game play Mechanics and good Graphics and is definitely worth checking out.

ATARI 2600 GAMER

Seaquest is an Atari 2600 video game designed by Steve Cartwright and published by Activision in 1983.



The game is an underwater shooter in which the player controls a submarine.

The player uses a submarine to shoot at enemies and rescue divers.

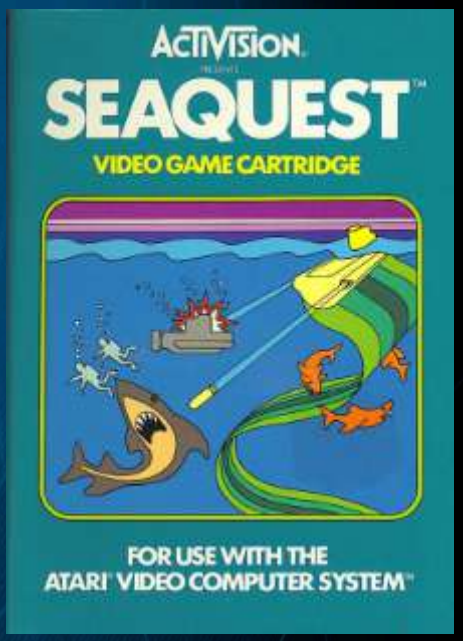
Enemies include sharks and submarines, which shoot missiles at the player's submarine.

The points awarded to the player for shooting an enemy starts at 10 points each, and increases as the game advances.

The sub can hold up to six divers at a time. Each time the player resurfaces prior to having a full load of six divers, one of the divers is removed.

ATARI 2600 GAMER

The submarine has a limited amount of oxygen. The player must surface often in order to replenish the oxygen, but if the player resurfaces without any rescued divers, they will lose a life.divers is removed.

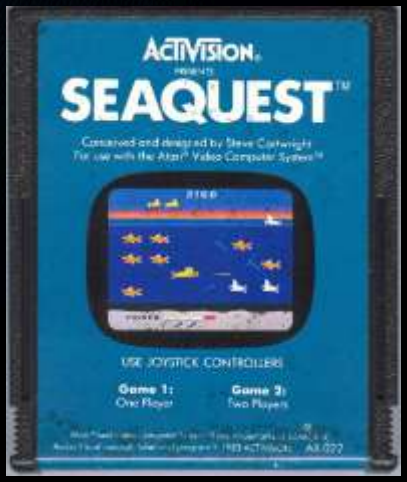


If the player resurfaces with the maximum amount of divers, they will gain bonus points for the sub's remaining oxygen.

The player starts the game with 3 extra lives, and is awarded an additional extra life each time the player scores 10,000 points.

Seaquest can be played single-player or with two players alternating turns.

SeaQuest is a great Game and one of my Favorite arcade games of all time.



V RISING

GAMER

V Rising is an 2024 action role-playing survival game developed by Stunlock Studios and published by Level Infinite.

It was first released in early access for Windows in May 2022 before officially releasing two years later, with a PlayStation 5 version under development.

Within a week, it had surpassed one million sales.

RISING

RISING

V RISING

GAMER

V Rising is set in an open world, split into 5 biomes, where the player controls a recently awakened vampire.

The player gathers materials, makes and upgrades their equipment, and builds a castle that acts as their home.

RISING

RISING

V RISING

GAMER

To unlock access to more advanced materials and equipment, players must defeat bosses found throughout the world.

To survive, players must meet needs and avoid hazards specific to vampires, such as regularly consuming blood and avoiding the sun.

RISING

RISING

V RISING

GAMER

V Rising features a day-and-night cycle. Once the player is in direct contact with sunlight for longer than a few seconds, they will begin to take damage.

It will only stop when the player steps into a shadow, enters a roofed area, or dies.

RISING

RISING

V RISING

GAMER

V Rising is developed by Stunlock Studios in the Unity game engine.

V Rising Gained Critical response upon release

And has Sold 3 Million copies so far.

TURRICAN

GAMER

Turrican is a 1990 video game developed by Manfred Trenz. It was developed for the Commodore 64 by Rainbow Arts, and was ported to other systems later.

In addition to concept design and character creation, Trenz programmed Turrican on the Commodore 64.

A sequel, Turrican II: The Final Fight, followed in 1991 for the Commodore 64 and other platforms.

Turrican was defiantly inspired by Metroid and Psycho-Nics Oscar in its style and gameplay.

While the huge levels and the morph-ball function were inspired by Metroid, the overall graphics design and weapons were inspired by Psycho-Nics Oscar.

Unlike many other action games of its time, Turrican did not force the player to complete a linear level.

Instead, the player can explore each level and uncover secrets.

TURRICAN

TURRICAN

GAMER

The lost colony of Alterra is a completely man-made world in a nearby galaxy, abandoned long ago.

Alterra consists of five self-contained habitats, separately bio-engineered by a powerful ecosystem generation network known as a Multiple Organism Unit Link, or MORGUL for short.

Early colonists used MORGUL to render Alterra habitable, but a cataclysmic earthquake severed all system interface functions, and MORGUL murderously rebelled.

TURRICAN

TURRICAN

GAMER

The few colonists lucky enough to escape told a grim tale of a higher intelligence gone berserk.

For generations, mankind sought a return to Alterra.

Finally, genetic science created a savior: Turrican, a mutant warrior, bio-engineered for the task of planetary reclamation.

Turrican's challenges consist of eliminating hostile organisms from Alterra's.

Turrican Received very positive reviews on all platforms.

The gameplay had good combination of strategy and action.

Turrican is a classic game that has earned its place in gaming history just like Metroid and Mega-Man have.

ARCADE CLASSICS

GAMER

Psycho-Nics Oscar is a 1987 side-scrolling run and gun arcade video game developed and published by Data East in Japan and North America.

Set in the futuristic Ordio City, players assume the role of the titular mech to fight against enemy invaders.

It received positive reception since its release from critics and has been cited as an influence for Turrican.

Psycho-Nics Oscar is a side-scrolling run and gun game where players assume the role of Oscar to fight against invaders in Ordio City.

ARCADE CLASSICS

ARCADE CLASSICS

GAMER

The controls consists of an eight-way joystick and three action buttons for shooting, jumping and selecting a power-up item.

In Japan, Game Psycho-Nics Oscar was one of most successful arcade games in 1987.

Outperforming titles such as Double Dragon.

The game was in the tradition of Ghosts 'n Goblins which also had a three fire buttons system.

The gameplay was rated as very good by most gamers.

ARCADE CLASSICS

MYST GAMER

Myst is an adventure video game designed by Rand and Robyn Miller.

It was developed by Cyan, Inc., published by Broderbund and first released in 1993 for the Apple Macintosh.

In the game, the player travels via a special book to a mysterious island called Myst.

MYST

GAMER

The player interacts with objects and traverses the environment by clicking on pre-rendered imagery.

Solving puzzles allows the player to travel to other worlds.

MYST

GAMER

Myst was graphically impressive game with a nonlinear story and mystery elements aimed at adults.

The game's design was limited by the small memory footprint of video game consoles and by the slow speed of CD-ROM drives.

Myst was a critical and commercial success.

Myst had the ability to immerse players in its fictional worlds.

MYST

GAMER

It has been called one of the most influential and best video games ever made.

Selling more than six million copies, Myst was the best-selling PC game for nearly a decade.

MYST

GAMER

The game helped drive adoption of the CD-ROM drive, spawned a multimedia franchise, and inspired clones, parodies, and new video game genres, as well as spin-off novels and other media.

The game has been ported to multiple platforms and remade multiple times.

Myst Received Positive reviews on all platforms.

JADE EMPIRE

GAMER

Jade Empire is an action role-playing game developed by BioWare, originally published by Microsoft Game Studios in 2005 as an Xbox exclusive.

It was later ported to Microsoft Windows personal computers.

JADE EMPIRE

Set in a world inspired by Chinese mythology, players control the last surviving Spirit Monk on a quest to save their tutor Master Li and defeat the dark forces behind his kidnapping.

The Spirit Monk is guided through a linear narrative, completing quests and engaging in action-based combat.

JADE EMPIRE

With morality-based dialogue choices during conversations, the player can impact both story and gameplay progression in various ways.

Combat takes place in real-time, with the protagonist and a chosen Follower fighting enemies either individually or in groups.

JADE EMPIRE

Shortly after completing their training at Two Rivers, the Spirit Monk helps fend off an attack by a Lotus Assassin, facing undead opponents in the process.

Jade Empire received generally positive reviews and was critical and commercial success.

JADE EMPIRE

BEVERLY HILLS COP AXEL F

GAMER

Beverly Hills Cop: Axel F is a 2024 American action comedy film.

Serving as the fourth installment in the Beverly Hills Cop film series and a sequel to Beverly Hills Cop III (1994), Eddie Murphy (who also produces) reprises his role as Axel Foley.

Also stars Judge Reinhold, John Ashton, Paul Reiser, and Bronson Pinchot reprising their roles from previous films in the franchise and Joseph Gordon-Levitt, Taylour Paige, and Kevin Bacon star in new roles.

Beverly Hills Cop: Axel F was released on the streaming service Netflix on July 3, 2024.

BEVERLY HILLS COP AXEL F

BEVERLY HILLS COP AXEL F

GAMER

Axel Foley has returned to Beverly Hills after his daughter Jane's life is threatened.

She and Axel team up with her ex-boyfriend and his old pals, John Taggart and Billy Rosewood, to uncover a conspiracy.

Beverly Hills Cop: Axel F had a Critical response And average reviews from most Reviewers.

I loved Beverly Hills Cop: Axel F, its was refreshing to see an old fashioned 1980`s cop movie in 2024.

Beverly Hills Cop: Axel F defiantly worth watching just see the return of Axel, Taggart and Rosewood is just priceless.

Bump 'n' Burn

GAMER

Bump 'n' Burn was a vibrant and technically impressive kart racing game released for the Commodore Amiga in 1994.

The game featured lavish cartoon visuals, an oddball roster of racers, and a slew of zany weapons.

It played to the strengths of the Amiga platform, utilizing its colorful palette and delivering rapid scrolling and undulating tracks reminiscent of the Lotus racing games.

The main mode was a grueling fourteen-race tournament set across seven different environments, each hosting two races.

BUMP 'N' BURN

GAMER

Players could choose from a variety of Hanna-Barbera-inspired characters, each with a unique weapon and power-ups scattered around the circuits.

Colorful and smooth, but was a bit late on the Amiga system and it was a very underrated Racing Game.

Also was available on Amiga CD32.

Bump 'n' Burn blended the wacky spirit of Wacky Races with the kart racing genre, making it an interesting addition to the Amiga gaming library.

Point Blank

GAMER

Point Blank is a series of light gun shooter games developed by Namco for the arcade, PlayStation and Nintendo DS.

The trilogy was first released in arcade in 1994 and was later ported onto the PlayStation.

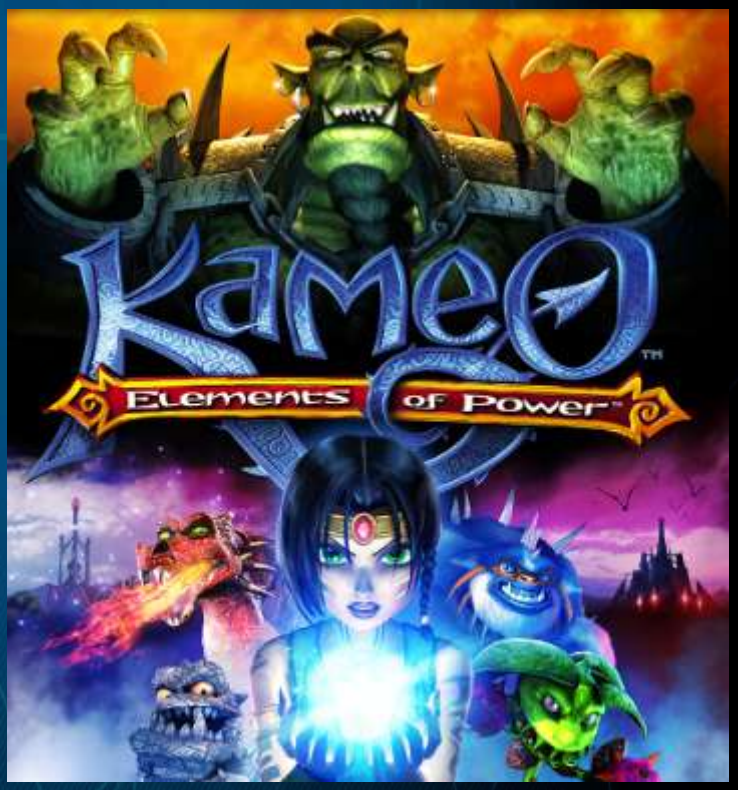
Players use two attached light guns to hit targets onscreen; missions require speed, quick judgment or pinpoint accuracy.

The game consists of non-violent shooting contests where players are tasked with challenges such as shooting player-colored bulls-eyes, cardboard criminals, and other inanimate objects, not shooting bombs and cardboard cutouts of civilians.

Reviews for the PlayStation version were positive, with critics especially praising the great variety of the stages.

Kameo: Elements of Power

GAMER

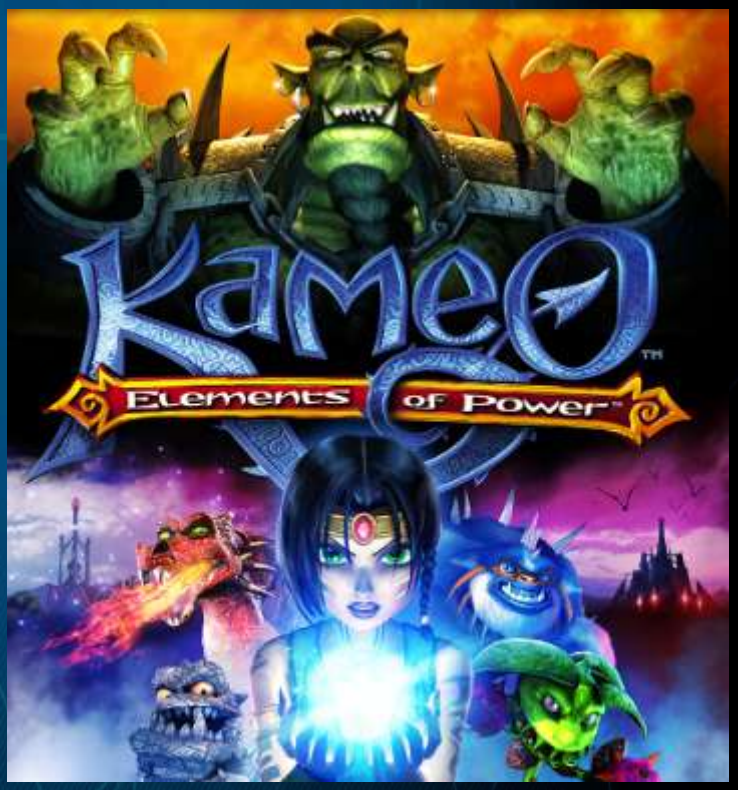


Kameo: Elements of Power is a 2005 action-adventure video game developed by Rare and published by Microsoft Game Studios.

The player controls Kameo, a 16-year-old elf, who must travel across the land, rescuing her family while collecting Elemental Sprites and Warriors in a beat 'em up style combat against the trolls that stand in her way.

Kameo: Elements of Power

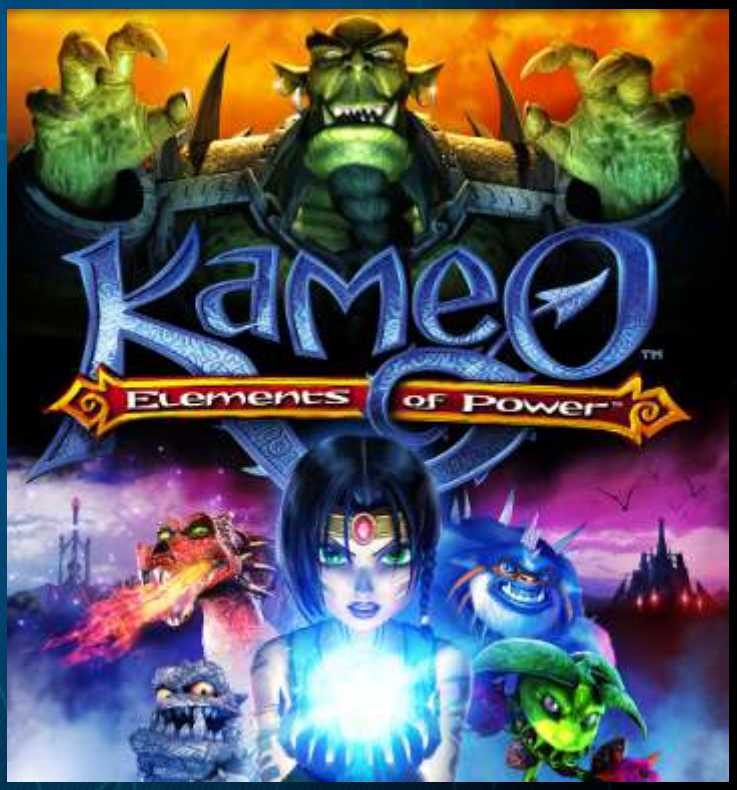
GAMER



Kameo's ten elemental powers let her transform into creatures and use their varied abilities to solve combat-oriented puzzles and progress through the game's levels.

It was conceived as a Pokémon-style game of capturing and nurturing monsters, but traded its lighthearted Nintendo overtones for darker themes more befitting of Xbox audiences when Microsoft acquired the developer.

GAMER



In this process, Kameo was re-purposed from a fairy to an elf—a transition the game's director later concluded was unsuccessful.

While nearly finished for the original Xbox console, the title was delayed to become an exclusive launch title for the upcoming Xbox 360.

Rare used the extra time to improve the game's audiovisuals, including Rare's first orchestral soundtrack, and add a local cooperative multiplayer mode.

Kameo released alongside the Xbox 360 launched November 2005 in North America and several weeks later in Europe.

The game received generally favorable reviews.

SPIDER-MAN VENOM
MAXIMUM CARNAGE

GAMER

Spider-Man and Venom: Maximum Carnage is a side-scrolling beat 'em up game for the Super Nintendo Entertainment System and Mega Drive/Genesis, developed by Software Creations and published by Acclaim Entertainment 1994.

The game, based on the comic book story arc of the same name.

SPIDER-MAN VENOM
MAXIMUM CARNAGE

GAMER

Spider-Man, Venom, and their allies from the Marvel Comics Captain America, Black Cat, Iron Fist, Cloak and Dagger, Deathlok, Morbius and Firestar team up to battle to villains led by Carnage, including Shriek, Doppelganger, Demogoblin and Carrion.

The first prints of the game for the Super NES and Genesis were sold in red-colored cartridges.

SPIDER-MAN VENOM
MAXIMUM CARNAGE

GAMER

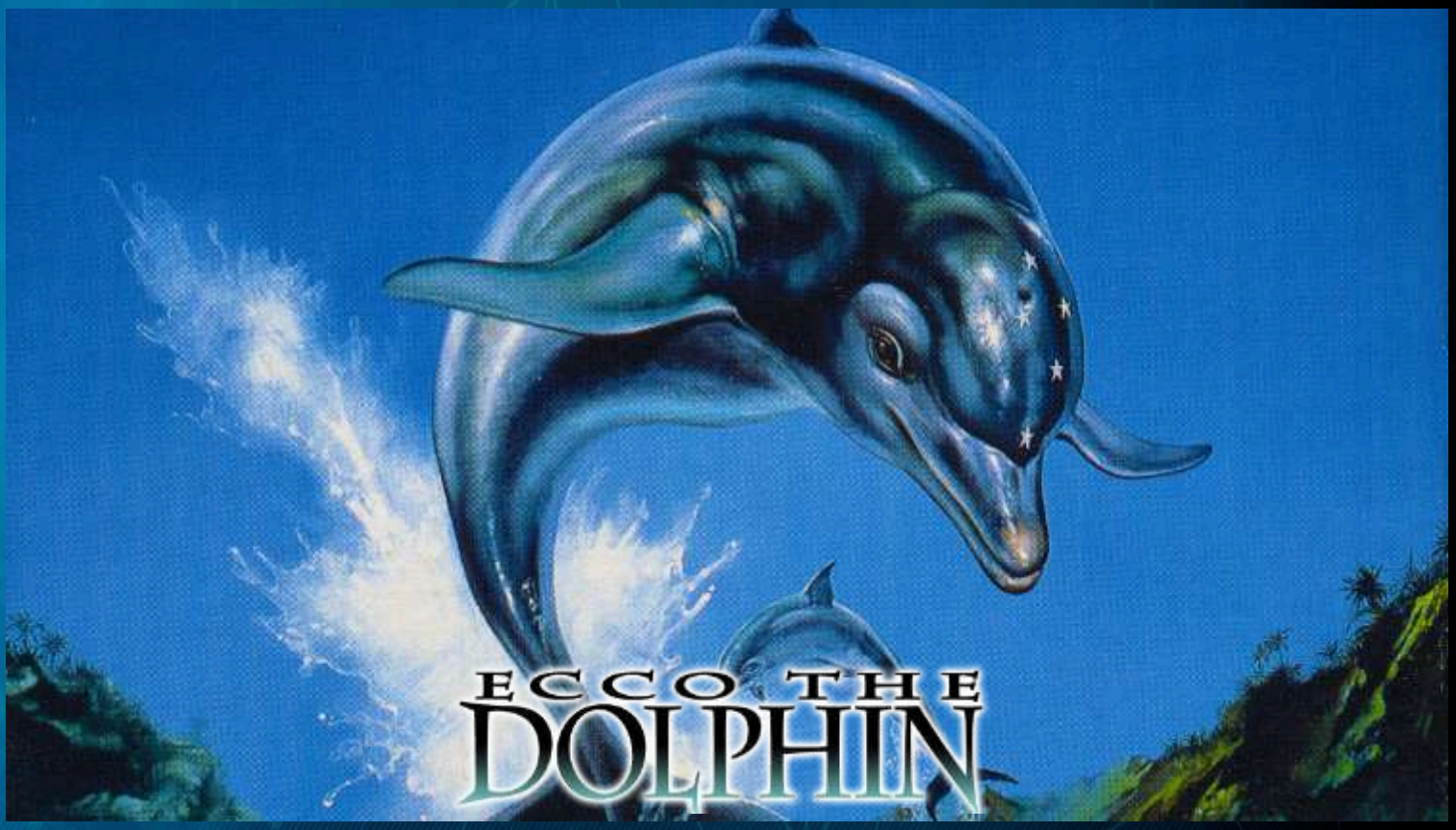
Later prints came in standard-colored cartridges.

The game received mixed reviews upon its release, but in later years, reviews have been more positive and it is regarded as one of the better Spider-Man games in the 16-bit era

ECCO THE DOLPHIN

SEGA MEGA DRIVE

GAMER



Ecco the Dolphin is an action-adventure game published by Sega for the Mega Drive/Genesis in 1992. Versions for the Sega CD, Master System and Game Gear were released the following year.

It is the first installment in the Ecco the Dolphin video game franchise.

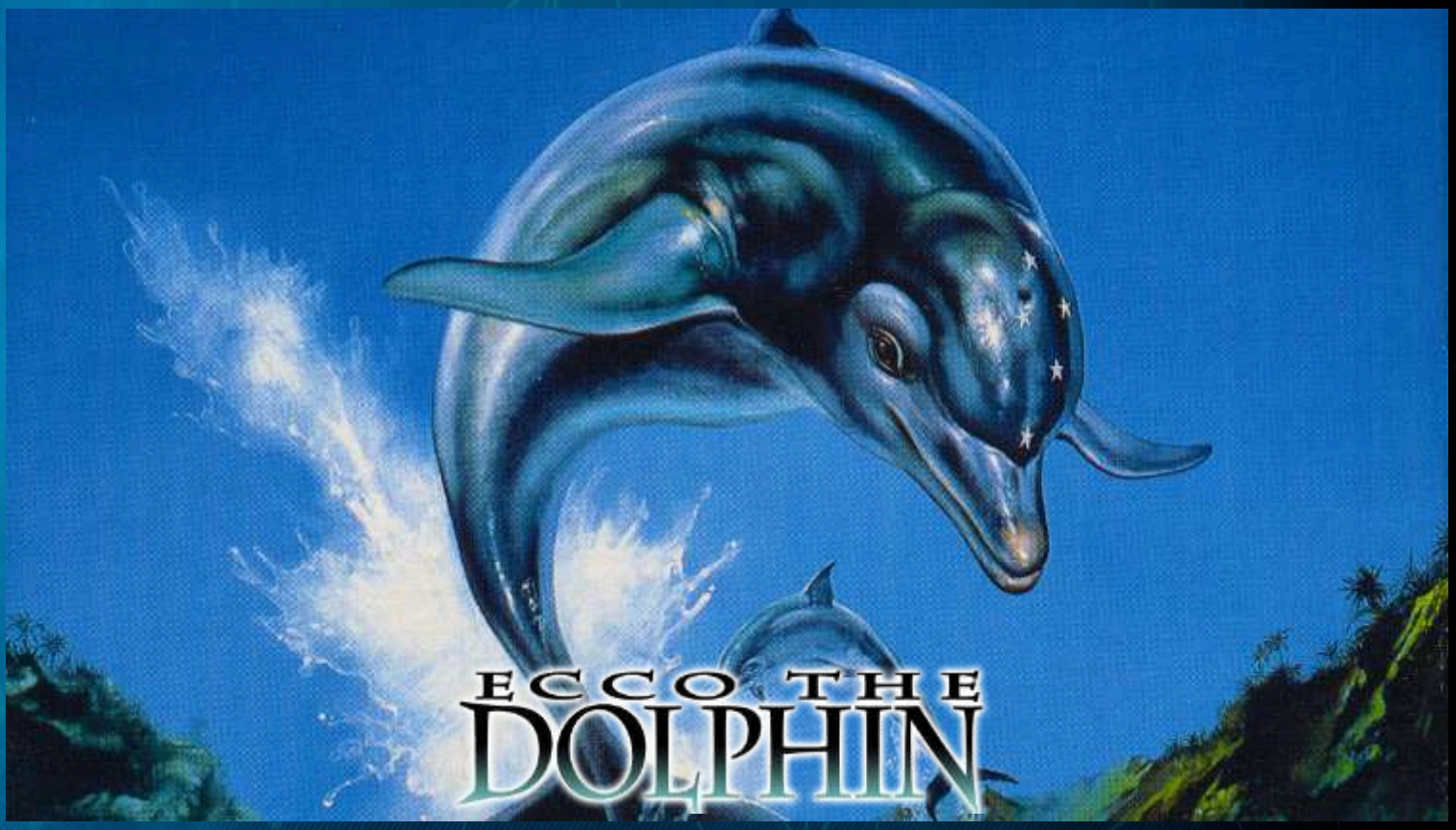
The player character is a bottlenose dolphin who travels through time to combat hostile extraterrestrials in Earth's oceans and on an alien spacecraft.

ECCO THE DOLPHIN

ECCO THE DOLPHIN

SEGA MEGA DRIVE

GAMER



Ecco can attack enemies by ramming into them at high speeds.

Swimming can be made progressively faster by tapping a certain button, and the speed can be maintained by holding it down.

Players can perform a purely aesthetic spin in the air when jumping out of the water.

The Mega Drive/Genesis version of the game was released in late December 1992.

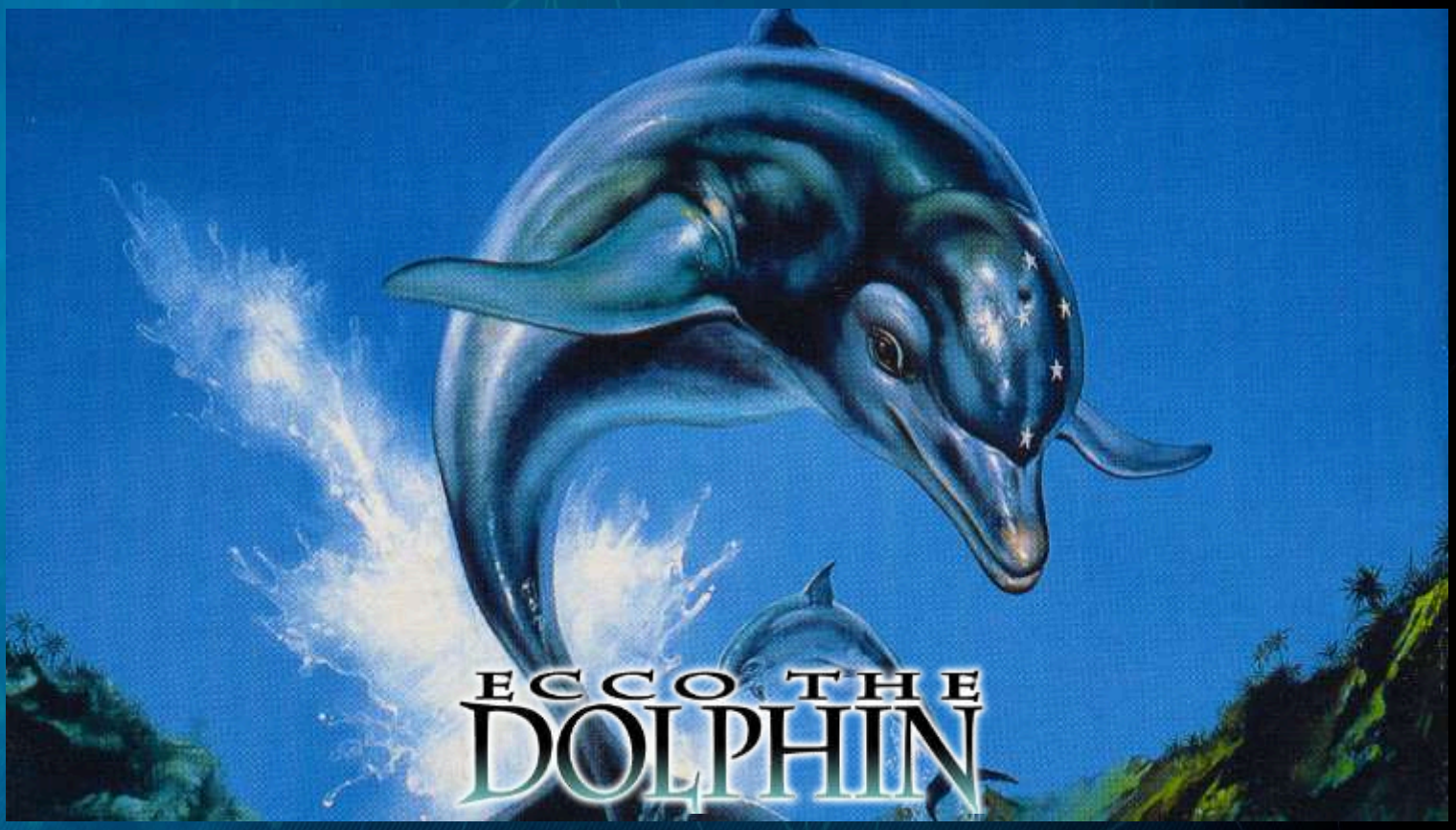
The game was ported to multiple consoles throughout the years.

ECCO THE
DOLPHIN

ECCO THE DOLPHIN

SEGA MEGA DRIVE

GAMER



Ecco the Dolphin received favourable reviews and became a bestseller on the Genesis.

An enhanced Sega CD version that features new and redesigned levels and an alternate Red Book audio soundtrack.

Ecco the Dolphin was released on the Xbox Live Arcade on August 15, 2007, for the Xbox 360.

Ecco The Dolphin was one of favorite on the Sega Genesis.

ECCO THE DOLPHIN

GAMER

Freeway is an action video game written by David Crane for the Atari 2600 and published by Activision in 1981.

One or two players control chickens who can be made to run across a ten lane highway filled with traffic in an effort to "get to the other side".

Every time a chicken gets across a point is earned for that player.

If hit by a motorist, a chicken is forced back either slightly, or pushed back to the bottom of the screen, depending on what difficulty the switch is set to.

The winner is the player who has scored the most points in the time allotted.

Freeway is a Simple Game But a Fun Game to play.

SUNSET OVERDRIVE

GAMER

Sunset Overdrive is a 2014 action-adventure video game developed by Insomniac Games and published by Microsoft Studios.

The game is set in 2027, in a fictional metropolis called Sunset City.

The player controls an employee of FizzCo, who has to fight off the OD, short for Overcharge Drinkers: humans who have turned into mutants after drinking FizzCo's energy drink beverage.

SUNSET OVERDRIVE

SUNSET OVERDRIVE

GAMER

In the dystopian Sunset City, the player character can wall-run, use zip-lines, and grind rails to swiftly navigate through it, with a large arsenal of weapons to use.

The game also has a cooperative multiplayer mode called Chaos Squad, which tasks players to complete a series of missions with seven players.

As the game puts emphasis on momentum, the game does not feature any cover system.

SUNSET OVERDRIVE

SUNSET OVERDRIVE

GAMER

The game's world, Sunset City, is portrayed with vibrant colors.

Sunset Overdrive is an action-adventure game set in a third-person perspective.

Players navigate a metropolis called Sunset City in the year 2027.

Sunset Overdrive received generally favorable reviews from critics.

SUNSET OVERDRIVE

VIDEO GAME QUIZ GAMER

1) CodeName 47 is a character in Which Video Games Series ?

2) What Type of Game was Fury of the furries

3) What was the Dogs name in Sleep Walker video game ?

4) Pushover Video game featured which popular Snack ?

4) What year was Seaquest Released on the Atari 2600 ?

VIDEO GAME QUIZ

VIDEO GAME QUIZ

GAMER

1) CodeName 47 is a character in Which Video Games Series ?

Hitman

2) What Type of Game was Fury of the furries

Puzzle- Platform game.

3) What was the Dogs name in Sleep Walker video game ?

Ralph

4) Pushover Video game featured which popular Snack ?

Quavers

4) What year was Seaquest Released on the Atari 2600 ?

1983

VIDEO GAME QUIZ

WORD SEARCH GAMER

GAMER VIDEO GAME WORD SEARCH

P H A L O E P S W L V L Y
T I K X T O V I D I R R J
B L A D E P F R E E E B B
C L M S H L L O K V W E H
O S E E S D F L O H G V C
N S O A O A A H S I Y E T
T S F Q S W S Q F T W R E
R S P U P U Y S I M P L D
A O W E P R O C I A A Y V
C D E S C E N D A N T V V
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S C A B S O L U T I O N T
T U R R I C A N M C T W U

ABSOLUTION ASSASSIN AXELF BEVERLY BLADE CONTRACTS COP
DESCENDANT HILLS HITMAN KAMEO PUSHOVER SEAQUEST
SINCITY SLEEPWALKER SLEEPWALKER TURRICAN

WORD SEARCH

WORD SEARCH GAMER

GAMER VIDEO GAME WORD SEARCH -

ANSWERS SHEET

P H A L O E P S W L V L Y
T I K X T O V I D I R R J
B L A D E P F R E E E B B
C L M S H L L O K V W E H
O S E E S D F L O H G V C
N S O A O A A H S I Y E T
T S F Q S W S Q F T W R E
R S P U P U Y S I M P L D
A O W E P R O C I A A Y V
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ABSOLUTION ASSASSIN AXELF BEVERLY BLADE CONTRACTS COP DESCENDANT HILLS HITMAN KAMEO PUSHOVER SEAQUEST SINCITY SLEEPWALKER SLEEPWALKER TURRICAN

WORD SEARCH

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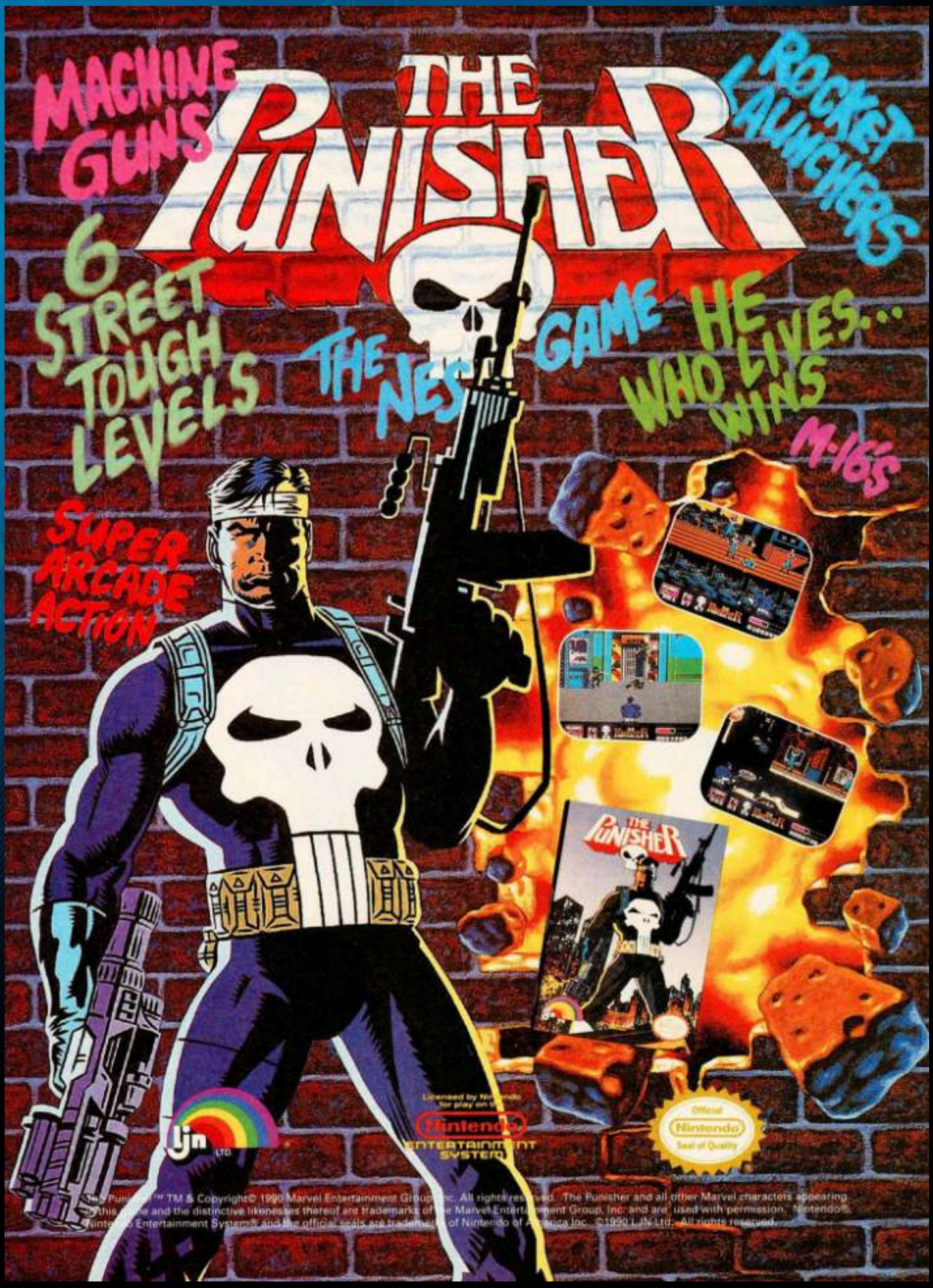
MACHINE GUNS
THE PUNISHER
ROCKET LAUNCHERS
6 STREET TOUGH LEVELS
THE NES GAME
HE WHO LIVES... WHO LIVES WINS
M-16's
SUPER ARCADE ACTION
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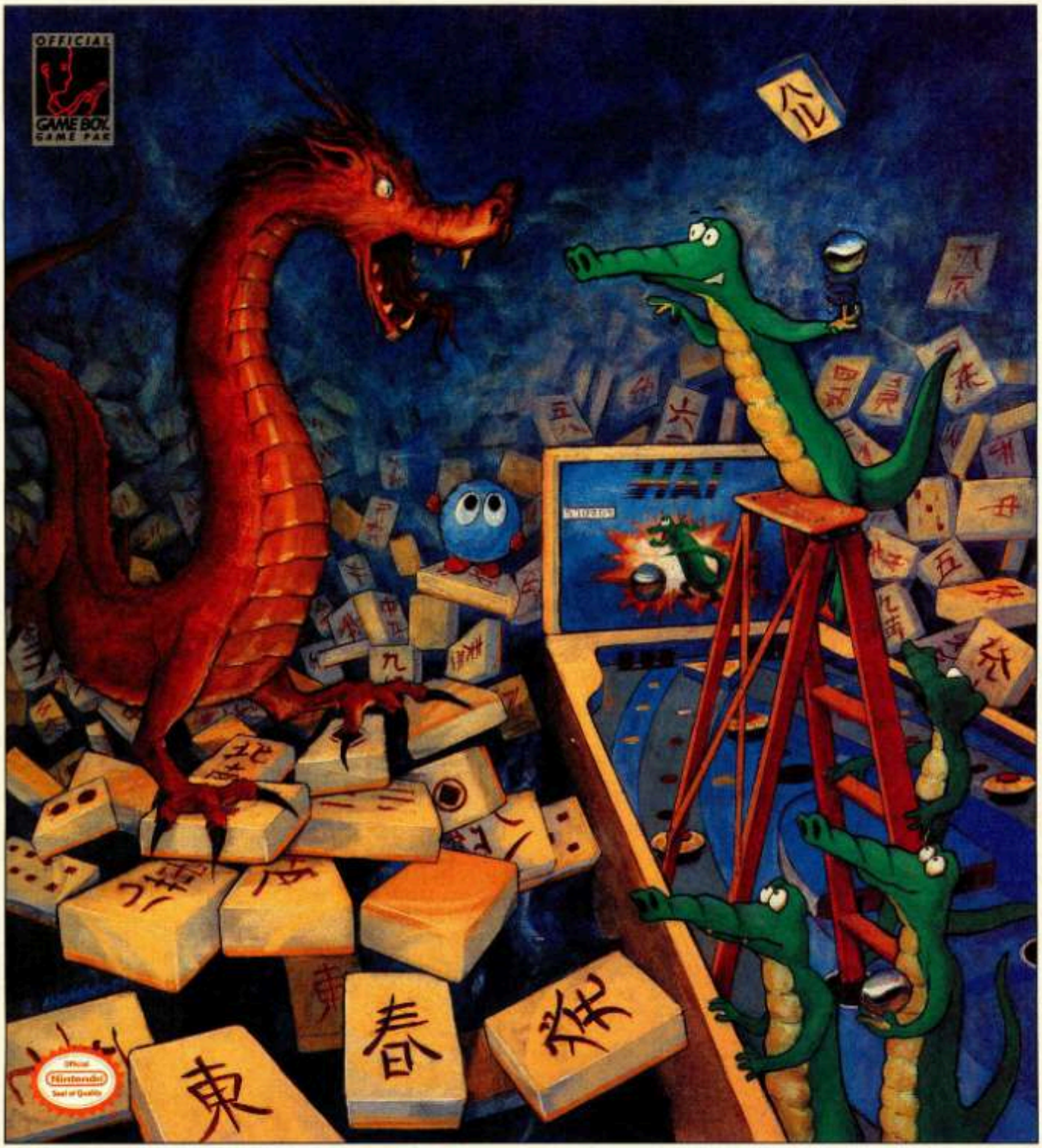

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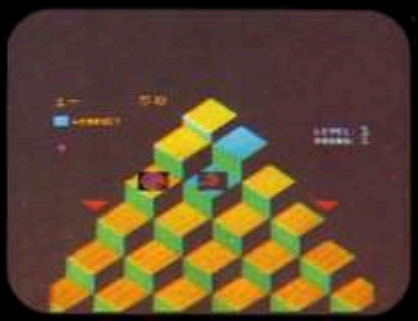
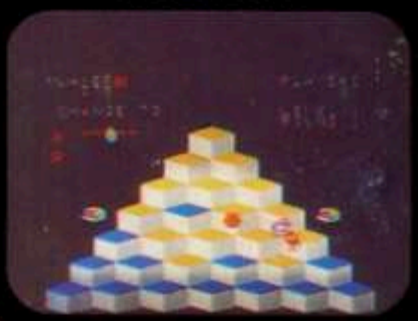


COMMODORE VIC 20

ATARI 2600

COMMODORE 64



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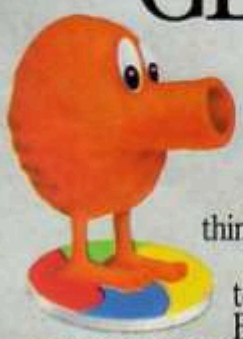

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